

Circus - children dressed as animals.

Play day - intra-mural programme.

Day - Camp

6-8 yr. A. & G.
9-12 - A & G.
junior high

Programme.

- 1) Swimming - lessons
- 2) Riding - lessons
- 3) Hiking (works)
- 4) Dramatics
- 5) Constructive trips - weekly
- 6) Athletic events - baseball etc.
- 7) One hour's rest - intelligent discussion

Play Day.

Officers

Director - assistants

Secrets + timers

Instructors - judges + officials

Assistants - referees etc.

Artresses to teams

Musicians + song leader.

Committees

Program Plans

Invitations

Amusing + dressing room arrangements.

Reception + registration

Social entertainment, refreshments, dancing

Awards.

Clubs - Week's Program.

- Health - doctor, clothes, diet.
- Work - business women.
- City - slums, Red Cross.
- Mother - as hostess
- Recreation - recreation program.
- Home - hobby show, cooking etc.
- Church - special services.

Program Construction.

Homogeneous groups -

- interest, ability, age.
- weather, appeal to particular groups.
- time for activity - suitable.
 - amount time needed.
- consider staff
 - as to schedule.
 - size of groups.
- needs of children.
 - active & passive.
 - rest needed.
 - inter-sections.
 - health standards.
- equipment needed & space allowed.

Types of Schedule.

Block division - sections.

- rotation by activity.

Advantages 1. good from teaching standpoint.

2. division equal.

3. motivation of activity easy.

Disadvantages 1. children can't use initiative.

2. children feel it is school.

4. activity well-used.

Free choice.

1. Activity must be fascinating.

2. Every activity must be attended, minimum essential.

3. Records kept daily - accomplishment - attendance.

4. Not good for very young children. but children's suggestions accepted & done if possible.

5. Make rounds for certain length of time.
6. Certain activities must be attended.
 - she can choose 2 activities for the week.
 - sub-divide class for age.

Direct day.

Request program for day.

Schedule program as to counsellor wishes

- 6 dramatic practices
- 2 nature special days.
- fill in schedule with other activities.

Activities partially by choice.

Must activities.

Four favorites by request.

Choice by day - check & keep reports.

Program

Activities

- Swimming
- { Life - saving
- { Dining
- Canoeing
- Archery
- { Tennis
- { Badminton
- { Handcraft - leather, basket, metal,
- { Campcraft pottery, weaving, bead.
- { Sketching
- Riding
- Dancing
- { Dramatics
- { Music
- { Puppetry.
- Nature
- { Volleyball
- { Fencing
- { Baseball
- Deck tennis
- Group games.
- Story-telling
- Canoe trips.

Evening Programs.

Pressure hunt.
Bog - back rides.
Scavenger hunt.
Flotillas - star-gazing.
Cane parades - cane-decoration.
Roasts - corn etc.
Indoor track meet.
Get - together - hills - billy.
nationality nights.
book night.
family night.
hard times.
advertisement.

Cabaret.
Theatre night.
Musical evenings.
Story - tellings.
March of time - current events.
Dancing nights - folk, social.
Lost & found night.
Council - ring -
- talks on vocations.
- challenges.
- guessing - games.
- Indian night.
- poetry night.
- team games - active, early in evening.
Moonlight dips & rides.
Social - dancing evening.
Midnight fest - under supervision.
International night.
Musicals.
Blue moon night.
Vocational night - counsellors tell of vocations & interests.

Special days.

- Colour war.
- All-day hikes.
- Pikku days - anything you wish day.
- Counsellor's day.
- Backwards day.
- Sunday-school picnic
- Pezatta
- Campcraft day.
- Garden party
- Circus
- Horshoe.
- General sports day.
- Tournaments + exhibitions.
- Gypsy day - Indian day.
- Demonstrations of activities.
- Smashback tea - land + water journey +
reverse.
 - ride - 3 days
 - canoe back.

- Special incursions.
- Activity with other camps.
- Targan tea.
- Progressive supper.
- Paper-chase - poems of positions of
next clue.
 - land + water.
 - reward - basket of fruit

- International night.
 - Chinese supper + entertainment
 - posters, music, creative.

- Musicals.
 - quartets, choirs.

- Blue moon night. (full moon)
 - hostesses, moonlight ride, swim
ranger.

Projects.

- Puppetry - making.
- Cabin in woods.
- Nature trails
- Council ring.
- Theatre, or chapel.
- Improving camp - ponds - rock - garden.
- Nature collections
- Camp logs, callanders, newscaper.
- Inter-section entertainments.
- Handcraft.
- Projects for banquet etc.
- Church services
- Help with - all - day programs.
- circus

Duties.

Life guard - free swims
morning & swimming dips.

Cabin - morning rise

takes
rest hour } quiet, on beds, presence
illness, state of mind.

Evening Programs.

Cabin counsellor takes her own
cabin - once a week.

Section division - once a week &
more.

Three evenings at most - for entire
camp.

Attend programs - take some -

Table manners & service & conversation.

absence & eating habits, posture, noisiness.

Change section tables - within own age grades
weekly.



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